Game Design Document

Fill up the Following document

1. Write the title of your project.

Quarantine Stereotype’s

1. What is the goal of the game?

The goal of the game is simple to make my player complete all the tasks assigned to him/her quickly.

1. Write a brief story of your game?

This game is taken from real life, during Covid 19 people are in their homes and everybody in the house is bored, so I came up with the idea that I would make a game related to this lockdown. The player in this game will have to complete certain tasks to get over the boredom in this lockdown. He will have a certain amount of time to complete this games levels. In case he is not able to complete these tasks then his one life will get decreased.

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user
* Cars, monkeys, dinos, wizards etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Human Male | he has to solve puzzles |
| 2 | Human Female | Same as the male, this is there incase player is a girl. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones which don't have an action or a behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc. are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Father | This character will keep giving hints in case the player is stuck on some level |
| 2 | Mother | This character will also keep on giving hints |
| 3 | Brother | This character will help in solving the puzzles |
| 4 | Sister | This character will also help in solving the puzzles |
| 5 | Dog | He / She will be a companion of the playing character |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper,
* Add images of scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

I plan on increasing the difficulty slowly as the game progresses. Also new items can be unlocked by progressing through the game.